

1
A
21
2
10
a gaming machine as claimed in claim 1, characterized in that the indicia are numbers and the predetermined display areas on the screen which are arranged to display the numbers generated by the game control means, are a series of columns, arranged side by side and wherein as each separate game proceeds, the display is arranged to show the series of generated numbers for each game which are potentially matching with the player's selected numbers, drop into the column associated with that particular game to be retained for display purposes in that column if that number corresponds to one of numbers chosen by the player and wherein if the number does not match the chosen numbers, the number is caused to disappear from the column.

11
22
3
10
A gaming machine as claimed in claim 2, characterized in that one of the two columns

either side of the series of columns displays the numbers chosen by the player.

12
4. (New) A gaming machine as claimed in claim 3¹¹, wherein the other of the two columns displays the prizes awarded for each number of matching indicia.

13
5. (New) A gaming machine as claimed in claim 2¹⁰ wherein the selected numbers are displayed as representations of numbered balls.

14
6. (New) A gaming machine as claimed in claim 1⁹ wherein the game includes a wild indicia feature in which a wild indicia drops into a first predetermined display area matches one of the indicia chosen by the player, registers in the first predetermined display area, and then transfers to a second predetermined display area, adjacent the first predetermined area, leaving a duplicate of itself in the first predetermined display area, and then transfers from the second predetermined display area to a next adjacent third predetermined display area and continues in the same manner from area to adjacent area in sequence until the wild indicia has transferred to all the predetermined display areas, wherein if the wild indicia lands in a predetermined display area which has already received and retained an indicia which is identical to the wild indicia, the wild indicia changes to a different one of the players selected indicia which is not already present in that predetermined display area, before transferring to the next adjacent predetermined display area.

15
7. (New) A gaming machine as claimed in claim 5¹³ wherein the game includes a free ball feature in which a number of extra balls are generated on the occurrence of a predetermined number of balls in a column matching the player's selected numbers.

16
8. (New) A gaming machine as claimed in claim 5¹⁷ wherein a prize is awarded if all the numbers selected by the player appear distributed anywhere in the game columns being played.

(New) A gaming machine having a display means, and a game control means arranged to control images displayed on the display means, the game control means being arranged to play a game in which a player enters a selection of a series of numbers chosen from a larger group of numbers on the machine, the selection being the player's selected numbers, the game control means being arranged to generate a series of numbers drawn at random from the larger group of numbers, the display means being adapted to display, in a predetermined location those numbers which have been generated at random by the game control means, for comparison with the player's selected numbers, with a prize being awarded if more than a predetermined number of matches occur between the generated numbers and the player's selected numbers, characterized in that a plurality of games are played in parallel with the numbers drawn at random for each game being drawn from separate groups initially corresponding to the numbers contained in the larger group of numbers, but with each game utilizing the same player selection of numbers, and wherein each game has a predetermined display area on the screen area distinct from the predetermined display areas of the other games on the screen which are arranged to display the numbers generated by the game control means, the predetermined display areas comprising a series of columns arranged side by side, and wherein as each separate game proceeds, the display shows the series of generated numbers for each game drop into the column associated with that game to be retained for display purposes in that column if that number corresponds to one of the player's selected numbers and wherein if the number does not match any of the player's selected numbers, the number is caused to disappear from that column.

(New) A gaming machine as claimed in claim 9 wherein the numbers are displayed as

representations of numbered balls and the game includes a wildball feature in which a ball drops into the first game column adopts a value which equates with one of the numbers chosen by the player, registers in the first column, and then transfers to a second column, leaving a duplicate of itself in the first column, transfers from the second column to a third column, leaving a duplicate of itself in the second column and continues moving from column to column until all the columns have been visited by the wildball.

19
11.

(New) A gaming machine as claimed in claim ¹⁸10 wherein if the wildball lands in a column and that column has already received and retained a ball having the number adopted by the wildball, the wild ball changes to a different one of the players selected numbers which is not already present in that column, before transferring to the next column.

20
12.

(New) A gaming machine as claimed in claim ¹⁹11 wherein a prize is awarded if all the numbers selected by the player appear distributed anywhere in the columns being played.

21
13.

(New) A gaming machine as claimed in claim ²⁰12 wherein the gaming machine includes a free ball feature in which a number of extra balls are generated on the occurrence of a predetermined number of balls in a column matching the player's selected numbers.

22
14.

(New) A gaming machine having a display means, and a game control means arranged to control images displayed on the display means, the game control means being arranged to play a game in which a player makes a selection of a series of indicia chosen from a larger group of indicia on the machine, that selection defining the player's selected indicia, the game control means being arranged to generate a series of indicia drawn at random from the larger group of indicia, the display means being adapted to display, in a predetermined location, those indicia which have been generated by the game control means for comparison with the

player's selected indicia, with a prize being awarded if more than a predetermined number of matches of the player's selected indicia with the indicia generated by the game control means occur, characterized in that a plurality of parallel games are played simultaneously, with the indicia drawn at random for each game being drawn from separate groups initially corresponding to the indicia contained in the larger group of indicia, but with each game utilizing the same player's selected indicia and wherein each game has a predetermined display area on the screen area distinct from the other games.

23
15.

(New) A gaming machine as claimed in claim 14²² wherein the indicia comprise representations of numbered balls and the game includes a free ball feature in which a number of extra balls are generated on the occurrence of a predetermined number of balls in a column matching the player's selected numbers.

24
16.

(New) A gaming machine as claimed in claim 14²² wherein a prize is awarded if all the indicia selected by the player appear distributed anywhere in the game columns being played.

25
17.

(New) A gaming machine as claimed in claim 14, wherein the predetermined display areas on the screen which are arranged to display the numbers generated by the game control means, are a series of columns arranged side by side and wherein as each separate game proceeds, the display is arranged to show the series of potentially matching numbers for each game drop into the column associated with that particular game to be retained for display purposes in that column if that number corresponds to one of the numbers chosen by the player and wherein if the number does not match the chosen numbers, the number is caused to disappear from the column.

26
18.

(New) A gaming machine as claimed in claim 17²⁵ wherein the columns define the number of